ARMED POLICE BATRIDER

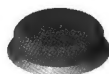© EIGHTING / RAIZING 1998

OPERATOR'S MANUAL

■SETTINGS

○EDGE CONNECTOR

○JAMMA STANDARD

○VERTICAL SCREEN

○CONTROL PANEL
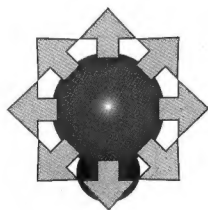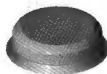
8WAY JOYSTICK　　**SHOT**　　**BOMBER**

※Maximum credits-9.

ing
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JAMMA

SOLDER SIDE			PARTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
COIN COUNTER 2	J	8	COIN COUNTER 1
(COIN LOCK OUT 2)	K	9	(COIN LOCK OUT 1)
SP(−)	L	10	SP(+)
N.C.	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
N.C.	S	15	
COIN SW 2	T	16	COIN SW 1
START SW 2	U	17	START SW 1
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P PUSH 1	Z	22	1P PUSH 1
2P PUSH 2	a	23	1P PUSH 2
2P PUSH 3	b	24	1P PUSH 3
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

BATRIDER DIP-SW

DIP-SW1		1	2	3	4	5	6	7	8
TEST MODE	NORMAL PLAY	OFF							
	TEST PATTERN	ON							
STARTING COIN	1 CREDIT		OFF						
	2 CREDITS		ON						
COIN 1	1 COIN 1 CREDIT			OFF	OFF	OFF			
	1 COIN 2 CREDITS			ON	OFF	OFF			
	1 COIN 3 CREDITS			OFF	ON	OFF			
	1 COIN 4 CREDITS			ON	ON	OFF			
	2 COINS 1 CREDIT			OFF	OFF	ON			
	3 COINS 1 CREDIT			ON	OFF	ON			
	4 COINS 1 CREDIT			OFF	ON	ON			
COIN 2	1 COIN 1 CREDIT						OFF	OFF	OFF
	1 COIN 2 CREDITS						ON	OFF	OFF
	1 COIN 3 CREDITS						OFF	ON	OFF
	1 COIN 4 CREDITS						ON	ON	OFF
	2 COINS 1 CREDIT						OFF	OFF	ON
	3 COINS 1 CREDIT						ON	OFF	ON
	4 COINS 1 CREDIT						OFF	ON	ON
FREE PLAY				ON	ON	ON	ON	ON	ON
DEFAULT SETTING		OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF

DIP-SW2		1	2	3	4	5	6	7	8
START RANK (Game start difficulty setting)	NORMAL	OFF	OFF						
	EASY	ON	OFF						
	HARD	OFF	ON						
	VERY HARD	ON	ON						
	If the customer is not playing the game due to it's difficulty setting, it is useful to change the game start difficulty to an easier or a more difficult setting.								
TIMER RANK (How the difficulty rate increases during the game)	NORMAL			OFF	OFF				
	LOW			ON	OFF				
	HIGH			OFF	ON				
	HIGHEST			ON	ON				
	If the playing time per customer is to long, it is useful to change the difficulty increase rate to a higher rate and if the playing time is to short to lower the rate.								
PLAYER COUNTS	3 SELECT TEAM, RANDOM EDIT					OFF	OFF		
	4 and SELECT PLAYER are only					ON	OFF		
	2 available when the game is set					OFF	ON		
	1 for 3 fighter units.					ON	ON		
EXTRA PLAYER	1,500,000 EACH							OFF	OFF
	1,000,000 EACH							ON	OFF
	2,000,000 EACH							OFF	ON
	NO EXTRA							ON	ON
DEFAULT SETTING		OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF

DIP-SW3		1	2	3	4	5	6	7	8
SCREEN FLIP	OFF	OFF							
	ON	ON							
DEMO SOUND	ON		OFF						
	NO SOUND		ON						
STAGE EDIT	DISABLE			OFF					
	ENABLE			ON					
CONTINUE PLAY	ENABLE				OFF				
	DISABLE				ON				
INVINCIBLE	OFF					OFF			
	ON					ON			
NO USE							OFF	OFF	OFF
DEFAULT SETTING		OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF